

## Vicious Times Two!



- NEWLY DESIGNED MISSION-BASED LEVELS
- AUTHENTIC NINTENDO 64 EFFECTS AND GRAPHICS
- KILLER TWO- AND FOUR-PLAYER DEATHMATCH
- FULLY CUSTOMIZABLE CONTROLS AND SAVE GAME FEATURES
- RUMBLE PAK AND EXPANSION PAK SUPPORT



Vigilante 8 © 1998 Activision, Inc. Activision is a registered trademark and Vigilante 8 is a trademark of Activision, Inc. Reflexo Corp. All rights reserved.

Quake II and the Quake II logo are trademarks of Id Software, Inc. All Rights Reserved. Quake II for the N64 developed by Raster Productions. The Quake II logo and the id logo are registered trademarks of Id Software, Inc. QUAKE II and the Quake II logo are trademarks of Id Software, Inc. Raster Productions is a trademark of Raster Productions. All other trademarks and trade names are the properties of their respective owners.

1000460 250 US

PRINTED IN U.S.A.

# INSTRUCTION BOOKLET

## The logo for the video game Vigilante 8. The word "VIGILANTE" is in a bold, yellow, sans-serif font with a red outline. Below it, the number "8" is in a large, red, stylized font with a yellow outline. To the right of the "8" is a stylized flame or fire graphic in yellow and orange, also with a red outline. A small "TM" trademark symbol is visible near the bottom of the "8". The background of the logo is a dark, smoky or fiery texture.



Sold By

Developed By

**ACTIVISION**

**Luxoflux**



NINTENDO 64



**ACTIVISION.**

EmuMovies



## WARNINGS AND CONSUMER INFORMATION

**WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

THE OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

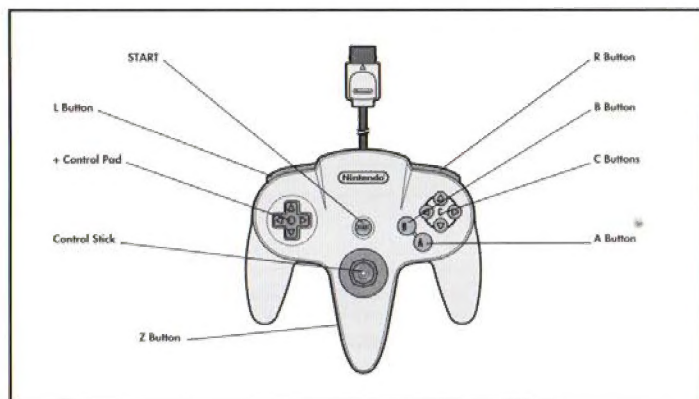


## TABLE OF CONTENTS

|  |    |
|--|----|
| Starting Up .....                            | 2  |
| Game Controls .....                          | 3  |
| Main Menu .....                              | 5  |
| Options Screen .....                         | 8  |
| The Game .....                               | 9  |
| HUD .....                                    | 9  |
| Standard Weapons .....                       | 10 |
| Power-Ups .....                              | 12 |
| Rules of Engagement .....                    | 13 |
| Back Story .....                             | 15 |
| Characters, Vehicles & Special Weapons ..... | 16 |
| Credits .....                                | 26 |
| Customer Support .....                       | 27 |
| Software License Agreement .....             | 28 |

## GAME CONTROLS

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main menu screen (see page 5).



|                                 |                      |
|---------------------------------|----------------------|
| Control Pad Up                  | Gas                  |
| Control Pad Right               | Turn Right           |
| Control Pad Left                | Turn Left            |
| Control Pad Down                | Brake/Reverse        |
| A                               | Gas                  |
| B                               | Hand Brake           |
| Start                           | Pause                |
| Control Stick Right             | Turn Right           |
| Control Stick Down + Hand Brake | Reverse              |
| Control Stick L/R + Hand Brake  | Tight Turn           |
| Control Stick Left              | Turn Left            |
| Z                               | Machine Gun          |
| C Button ▲                      | Rear View            |
| C Button ◀                      | Toggle Weapons Left  |
| C Button ▶                      | Toggle Weapons Right |
| C Button ▼                      | Select Targets       |
| R                               | Fire Selected Weapon |
| L                               | First Person View    |

## Game Controls

To select menu items use the Control Stick or the Control Pad up/down to highlight the option you want to select and press the A button to accept.

## Game Reset

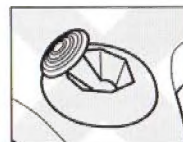
To abort the game, press **Start** to pause the game and display the pause menu. Choose **Quit** from this menu, and then highlight and select **Yes** to return to the Main menu screen.

## STARTING UP

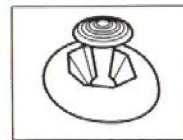
### Control Stick Function

The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, *do not* move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press **START** while holding the **L** and **R** Buttons.

The Control Stick is a precision instrument – make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact a Nintendo Authorized Repair Center.

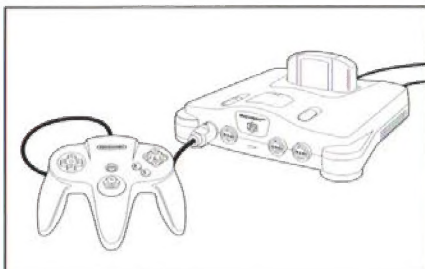


## Holding the Nintendo® 64 Controller



While playing the *Vigilante 8* game, we recommend you use the hand positions shown at left. By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons. Place your left index finger on the Z Button on the back of the controller.

## Connecting the Nintendo® 64 Controller



To play *Vigilante 8*, connect a controller to socket one located on the front panel of the control deck.

If you change the connection during the game, you will need to turn the power OFF to make the connection active.

## Rumble Pak™/Controller Pak

The *Vigilante 8* game is compatible with the Rumble Pak accessory. Before using it, read the Rumble Pak accessory instruction booklet carefully.

The Controller Pak gives the player the option to save a game at the end of each level. You can swap the Rumble Pak and Controller Pak during the game, while on the pause screen. Press **Start** to pause the game.

## N64 Expansion Pak

This game is compatible with the N64 Expansion Pak. Before using the N64 Expansion Pak, please read the N64 Expansion Pak Instruction Booklet carefully as it contains important information about the safety and use of this accessory. Press **Start** to pause the game and access the resolution options.

## MAIN MENU

### One Player

Choosing One Player allows you to choose between Quest, Arcade or Survival Mode.

### Quest Mode

Quest mode consists of a series of four levels for each character. To win each level, you must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and their number and skill increases with each level successfully passed.

After choosing the Quest mode you must select your vehicle. Use the Control Stick to cycle through the vehicles. After all four levels are completed, the ultimate fate of your character will be revealed. In addition, successfully completing all objectives will lead to "unlocking" additional characters/vehicles and arenas! If you fail to fulfill the mission objective in a Quest Mode, you can replay that level.

### Arcade Mode

In Arcade mode, you must select an arena, a vehicle, and opponents. (You may select up to 12 enemy vehicles per arena.) Use the Control Stick to select the opposing vehicles and the number of times each can regenerate. Once you have chosen your opponent(s), press the **A** button to start the match.

### Survival

In Survival mode, you must select an arena and a vehicle. The object of the survival mode is to see how many enemies you can destroy before you are eliminated. You will face an unlimited wave of enemies with a maximum of six enemies facing you at once. As an extra bonus, the player will get a wrench for totaling an enemy car. \*

### Two Player

Choosing Two Player allows you to choose between Versus, Cooperative, or Quest Mode.

## **Versus Mode**

In the two-player Versus mode, you can battle it out with another human opponent. The match ends when one player successfully destroys the other. By pressing **B** you can replay the same game. There are no enemy vehicles in Versus mode.

In two-player Versus mode, both players can select the arena. After the arena is selected, both players can select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Both players must select a vehicle to start the match.

## **Cooperative**

The two-player cooperative mode allows two players to team up against a group of computer enemies. The enemy vehicles engage both players. The game ends when either of the players dies, so be sure to help your buddy! Your teammate is the gray dot on the radar.

## **Quest Mode**

Quest mode consists of a series of four levels for each character. To win each level, you and your teammate must complete the mission objectives and destroy all enemy vehicles. Enemy vehicles are automatically chosen and their number and skill increases with each level successfully passed.

After choosing the Quest mode, you and your teammate must select your vehicles. Teammates must be from the same team, either Coyotes or Vigilantes. Use the Control Stick to cycle through the vehicles. After all four levels are completed, the ultimate fate of your character will be revealed. In addition, successfully completing all objectives will lead to "unlocking" additional characters/vehicles and arenas! If you fail to fulfill the mission objective in a Quest Mode, you can replay that level. If any player dies, you lose the level.

## **Multiplayer**

Choosing Multiplayer allows you to choose between Brawl, Team or Smear modes.

### **Brawl (3-4 Players)**

In the Multiplayer Brawl mode, you can battle it out with up to three other human opponents. The match ends when one player successfully destroys all the other players. By pressing **B** you can replay the same game. There are no enemy vehicles in Brawl mode.

After the arena is selected, all players can select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. All players must select a vehicle to start the match.

### **Team (3-4 Players)**

In the Multiplayer Team mode, you and a teammate can battle it out with two other human opponents. The match ends when one team successfully destroys the other team. By pressing **B** you can replay the same game. There are no enemy vehicles in Team mode.

In Team mode, any player can select the arena. After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Players 1 & 2 are Team 1 and players 3 & 4 are Team 2. Your teammate is the gray dot on the radar.

### **Smear (3-4 Players)**

In the Multiplayer Smear mode, it is player one versus up to three human opponents. The match ends when the team successfully destroys player one or vice versa. By pressing **B** you can replay the same game. There are no enemy vehicles in Smear mode.

After the arena is selected, all players must select a vehicle. Use the Control Stick to select a vehicle and then press **A** to confirm the selection. Your teammates' are the gray dots on the radar.



## OPTIONS SCREEN

### Game Status

Shows the status on all unlocked/available characters and arenas. Press **A** to replay the ending movie for characters whose Quests have been completed.

### Passcode

Press the **A** button to enter a passcode. When done, press **A** to accept the passcode. If the passcode is incorrect, a buzzer will sound.

### Controller Pak

**Load** – Load a saved game.

**Save** – Save current game.

**Delete** – Delete a saved game.

### Difficulty

**Unleaded** – Easy Mode

**Super Unleaded** – Medium Mode

**Premium Hi Octane** – Hard Mode

### Controllers 1 - 4

Pressing the **A** button allows the player to alter the control buttons in the game. You can reassign the buttons using the Control Stick. First select a button using the Control Stick up/down, then change its function using left and right.

### Audio

**Music** – Allows the player to adjust the music volume.

**Sound Effects** – Allows the player to adjust the sound effects volume.

**Mode** – Allows the player to switch between stereo and mono.

### Screen Adjust

Allows the player to adjust the screen. Use the Control Stick Directional Buttons to adjust the screen. Press the **A** button when finished.

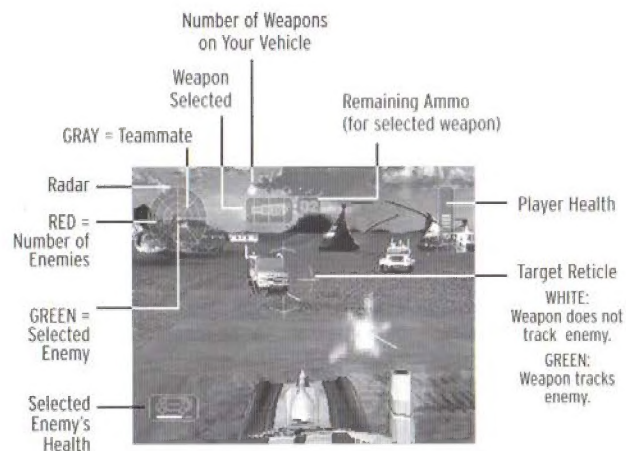
### Credits

Check here to see the people behind the scenes.

## THE GAME

The basic goal of the game is to eliminate all enemies by any means possible and collect your rewards. Vigilante 8 rewards you for fulfilling certain goals by unlocking new characters and new arenas in One Player Quest Mode. Once unlocked, they become available for other Modes of the game. Each car and arena has unique features that make driving exciting and challenging. Explore the arenas to look for weapons and power-ups that will add more firepower to your arsenal. Use your radar to scope out enemies. Secret moves are an effective way to stylishly finish off your opponent. Keep your eyes open for secret areas and special weapons.

## HUD



## STANDARD WEAPONS

### Mosquito Machine Gun

The Mosquito is made in Tijuana, Mexico. It is equally popular with both Coyotes and Vigilantes for its cheap price and unlimited ammo! Standard equipment on all cars.

**Caliber:** 5.56 mm

**Fire rate:** 720 rounds/min



### Interceptor Missiles

Homing missile developed at Site-4. This experimental weapon uses a combination of optical and heat-seeking tracking systems. While quite agile, its tracking accuracy is dependent upon target size.

**Speed:** 100 mph max.

**Range:** 1200 ft



#### Secret Move #1: Halo Decoy

CLASSIFIED

#### Secret Move #2: Afterburner

Fires one missile without detaching it, resulting in a brief burst of speed.

**Button Seq:** Up-Up-Up-Fire Machine Gun

**Cost:** 2 Missiles

### Bull's Eye Rockets

This "homemade" rocket is quite powerful, but has limited range and no tracking ability.

**Speed:** 120 mph sustained

**Range:** 650 ft



#### Secret Move #1: Road Runner

Fires a special, non-explosive rocket which can stick to a vehicle's chassis and push the vehicle out of control.

**Button Seq:** Up-Down-Down-Fire Machine Gun

**Cost:** 2 Rockets

#### Secret Move #2: Stampede

CLASSIFIED

### Sky Hammer Mortar

This fire-and-forget weapon was extremely hush-hush, until Sid broke into Site-4 and stole it. Adapted from a recovered UFO, the Sky Hammer fires an explosive charge of semi-intelligent alien matter. The blob is initially fired up to 200 feet into the air, then proceeds to fall down under gravity, tracking its target. While not extremely agile, it is able to adjust the trajectory by altering its organic shape in flight.

**Caliber:** N/A

**Range:** 1000 ft



#### Secret Move #1: Turtle Turnover

CLASSIFIED

#### Secret Move #2: Crater Maker

Combines up to five shells into one powerful super-shot, often making a small crater when detonating over bare terrain.

**Button Seq:** Down-Down-Up-Fire Machine Gun

**Cost:** 2 to 5 Shells

### Bruiser Cannon

As the world's smallest artillery cannon, the Bruiser packs quite a punch. Unfortunately, its 360° auto-tracking turret is rather slow, thus not very effective while on the move.

**Caliber:** 60mm

**Range:** 850 ft



#### Secret Move #1: Cow Puncher

CLASSIFIED

#### Secret Move #2: Buckshot

Fires up to six shells simultaneously. Great finishing move!

**Button Seq:** Down-Up-Up-Fire Machine Gun

**Cost:** 2 to 6 Shells



## Roadkill Mines

The Roadkill is a surface mine, manufactured specifically for mobile combat situations. Featuring "smart trigger" technology, it can be dropped from moving vehicles at high speed. The mine only detonates upon contact with vehicles.



### Secret Move #1: Bear Hug

Mine retrofitted with a gravitational force-field device. The Bear Hug is activated automatically when a vehicle is detected in its vicinity, pulling it in. If trapped, the vehicle will be temporarily immobilized.

**Button Seq:** Left-Right-Down-Fire Machine Gun     **Cost:** 2 Mines

### Secret Move #2: Cactus Patch

CLASSIFIED

In addition to the standard weapons, you will come across two different crates:



**Green Crate**  
Contains a Special  
Weapon



**Brown Crate**  
Surprise: May contain  
any standard  
weapon or a Special  
Weapon

## POWER-UPS



**Shield (Green)** – Special force-field protecting the vehicle from being damaged for a limited time.



**Radar Jammer (Yellow)** – Confuses enemy radar and homing devices for a limited time.



**Weapon Upgrade (Blue)** – Doubles the damage factor of any standard weapon fired for a limited time.



**Repair Wrench** – Partial damage repair.

## RULES OF ENGAGEMENT

### Driving

- Not all vehicles have fast acceleration, but you can shift down a gear for faster takeoff by double-tapping the Gas button at lower speeds.
- At higher speeds, use Quick Turn by pressing **B** and turning with the control stick/control pad, to perform a quick 180 degree spin!
- If you carry some missiles, you can use the Afterburner secret move for the ultimate boost, to enhance your jumps, or to get out of tight spots.
- If your engine stalls, press and hold the **Gas** button until it starts up again. It's a matter of timing.
- Stuck upside-down? Tap the Control Stick repeatedly left or right to roll the vehicle back onto its wheels!

### Weapons

- In addition to your machine gun, you can carry up to three weapons at a time. If you pick up more, your currently selected weapon will be discarded, so... plan ahead! Discarded standard weapons can be collected again... but you better be quick, before they disintegrate.
- Your weapons systems are prone to overheating, so their firing rates have been set for optimal performance at the factory. If you attempt to fire faster than allowed, you will hear a buzzer and the weapon won't fire. Likewise, if you keep firing your machine gun continuously, it will slow down to a crawl. So, learn the timing or give it a breather!

### Targeting

- By default, your radar is set to auto-targeting mode—it will attempt to target the enemy directly ahead of you, regardless of its distance.
- You can override the selected target at any time by pressing the **Select Target** button, switching to the enemy closest to you. Pressing the button repeatedly allows you to cycle through all enemies. Once the override is engaged, it will remain locked onto its new target. When a



new weapon is selected, or the selected enemy is destroyed, the radar will revert to auto-targeting mode.

## Strategy

- While smaller vehicles are weaker, they are more difficult for the enemy to target. If you select a small car, just make sure to keep on moving. Also, do not try to ram vehicles larger than yours—stay out of their way!
- If you manage to hit your opponent with two (or more) different weapons simultaneously—it's a "WHAMMY"—you do more damage that way!
- By carefully choosing your attacks, you can bring your opponent to a "wrecked" state at near-zero health, stalling the vehicle for a few seconds before it explodes. This is your chance to "TOTAL" it with a secret move or a special weapon!

## BACK STORY

It was the time of a worldwide oil shortage. The U.S.—heavily dependent on affordable gasoline—was on the verge of an economic breakdown. Strikes, riots, and crime were rampant. All available law enforcement was brought into metropolitan areas, leaving the outlands unprotected.

All this was music to the ears of the Oil Monopoly Alliance Regime (OMAR), a foreign multinational oil consortium bound on monopolizing the world oil trade. The U.S. was the last country opposing OMAR's price fixing schemes and the vicious conglomerate was prepared to go to great lengths to bring the U.S. to its knees.

Enter Sid Burn, the best professional terrorist money could buy. Sid was promised \$100 million by OMAR if he managed to push the U.S. economy over the edge. Sid immediately began to organize his troops in remote areas of the southwest. Known as the "Coyotes," these motorized gangsters soon became synonymous with vandalism and chaos. They began to target oil refineries and other vital industrial and commercial installations throughout the region. Small towns and settlements were terrorized...

With no one to turn to for protection, some desperate civilians decided to take the law into their own hands. Led by a trucker named Convoy and referred to simply as "Vigilantes," this oddball group of volunteers soon became a major hindrance to Sid's plans.

In the meantime, the U.S. government, feeling more vulnerable than ever, was intensifying its research and development of a new military arsenal. The most advanced weaponry, rumored to be based on UFO technology, was located at Site-4, a secret facility at Papoose Lake, Nevada. This information was not lost on Sid. Hungry for more firepower, the Coyotes organized an ambush on the facility. The robbery went sour when the Vigilantes unexpectedly appeared at the scene. As a result, the world's most advanced weaponry found its way into the hands of both parties...

What followed were no ordinary skirmishes. Auto clashes ensued all over the land, from Colorado's Rockies to California's farmlands, only to culminate in a battle like no other. To this day the events which took place are only a matter of speculation...

## CHARACTERS, VEHICLES & SPECIAL WEAPONS

### Vigilantes



#### CHASSEY BLUE

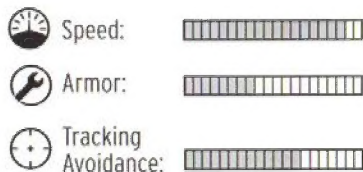
A beauty queen and secret government agent from D.C., Chassey joined the Vigilantes as part of her undercover assignment to neutralize the Coyotes.

#### Special Weapon: *Gridlock*

Developed for Chassey by government labs, the Gridlock launches an expanding grid of flares. The flares combust on impact in a gaseous discharge, capable of stalling and damaging almost any engine within the grid area.



'67 RATTLER



#### SLICK CLYDE

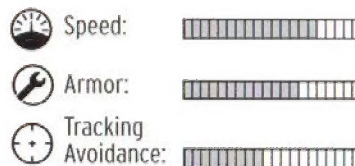
A showoff playboy from Texas, Clyde was on his way to an auto show in Albuquerque when Convoy confiscated his truck and forced him to help the Vigilantes. (Now, Clyde wants to be the leader.)

#### Special Weapon: *White Lightning*

When Slick Clyde originally found this large "rod" at Site-4, he had no idea it was a lightning-inducing apparatus. He just thought it was a cool looking antenna! His Special Weapon can stall cars by frying their electrical system.



'70 CLYDESDALE







## SHEILA

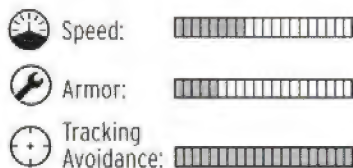
Convoy's stubborn 16-year old niece, Sheila loves all the action. Convoy is furious with her, but she won't let him send her back home.

### Special Weapon: *Tantrum Gun*

Sheila loves big guns and this 24mm gatling is as large as her dune buggy can carry. Features an Auto-tracking turret. It can knock weapons off of enemies' cars!



'74 STRIDER

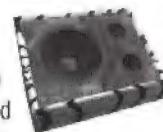


## JOHN TORQUE

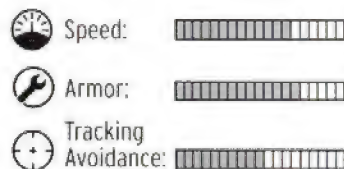
Torque, John Torque. A one-time Vegas hustler, he was recruited by Convoy for the good cause. Now, he's Convoy's right-hand man. Vowed never to gamble again.

### Special Weapon: *Bass Quake*

Torque bought the best car stereo money could buy and he needed the right speaker box to go with it. This custom-made bad boy has enough bass to ripple the earth!



'69 JEFFERSON





### DAVE (Locked)

Dave believes aliens are his friends and has been tracking them for years. He joined the Vigilantes in hope of entering Site-4 and seeing some aliens first hand.

**Special Weapon:** Classified

**Vehicle:** Classified

### CONVOY (Locked)

Vigilantes' righteous leader. Originally a trucker, he decided to take the law into his own hands after being repeatedly ambushed by Coyotes on his transport routes.

**Special Weapon:** Classified

**Vehicle:** Classified



## Coyotes

### LOKI

Former military test pilot of secret craft at Site-4, Loki was released from duty after becoming mentally unstable. He is obsessed with flying and will do anything to pilot one of the "saucers" again!

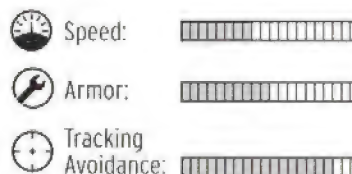
### Special Weapon:

*Scatter Missiles*

A rack of three cruise missiles, retrofitted by Loki with cluster-bomb warheads.



'73 GLENN 4 x 4







## HOUSTON 3

OMAR's scientists turned Houston into a bionic woman against her will. Half human, half machine, she was programmed to aid Sid in his quest for destruction and chaos.

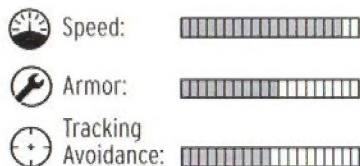
### Special Weapon:

*Super Fantastic Death Ray 3-Ax*

OMAR's scientists spared no expense when creating weaponry for the ultimate assassin. This blue laser ray will cut through anything and keep on going... It can knock power-ups off of enemies' cars!



'75 PALAMINO



## BOOGIE

A die hard dance fan, Boogie is the winner of several disco dancing competitions. When not shaking his booty, Boogie runs dirty jobs for Sid.

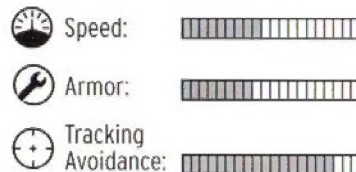
### Special Weapon:

*Disco Inferno*  
Boogie's own invention. An inflatable disco-ball firing explosive flares!

Spin, baby, spin!



'76 LEPRECHAUN





## BEEZWAX

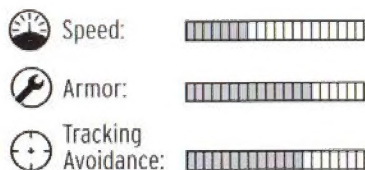
Enraged Arizona bee keeper. When his bees were mutated by radiation from government nuclear tests, Beezwax joined the Coyotes in revenge.

### Special Weapon: *Gamma Swarm*

Don't let Beezwax unleash his mutant killer bees. They will "sting 'ya real good!" Can you outrun the swarm?!



'70 STAG PICKUP



## MOLO (Locked)

An obnoxious kid from New York, Molo was kicked out of school for bad behavior. He stole a school bus and headed west to play bully with the big boys. A wanna-be Coyote.

### Special Weapon: Classified

Vehicle: Classified

## SID BURN (Locked)

A born arsonist, Sid is the Coyotes' ruthless leader. He was promised \$100 million by a foreign oil consortium to destabilize the U.S. economy by wreaking havoc in the southwest.

### Special Weapon: Classified

Vehicle: Classified





## VIGILANTE 8 CREDITS

**DESIGNED & DEVELOPED BY** .....LUXOFLEX CORP.  
 Adrian Stephens, Peter Morawiec, Jeremy  
 Engleman, David Goodrich, Edward Toth  
**Additional Art** .....Jennifer Engleman  
**Special Thanks** .....Adam Morawiec for SyncRo,  
 Pat Roberts, Mike Slack  
 Dedicated to Our Families

**PUBLISHER** .....ACTIVISION, INC  
**Producer** .....Murali Tegulapalle  
**Production Coordinator** .....Bryant Bustamante  
**Design Assistance** .....Hardy LeBel  
**Add'l Assistance** .....Dan Atkins, Scott Pease

**IN-GAME SOUND FX** .....THE AUDIO GROUP  
 Tim Gedemer

**IN-GAME MUSIC** .....STRAYLIGHT PRODUCTIONS  
 Alexander Brandon

**SHELL MUSIC TRACK** .....DOXON ENTERTAINMENT  
 Jeehun Hwang, Bon Harris  
**Music Supervision** .....Kelly W. Rogers  
**Voice Over Talent** .....Paul Garnica, Oili Mag,  
 Ralph May, Joey Medina

### SLIDE SHOW IMAGES

**EQUINOX DIGITAL ENTERTAINMENT**  
 Henry Cheng, John Grebas, Anthony Fung,  
 Brian Heins, Aryeh Richmond, Sean Ro

### ACTIVISION STUDIOS

**Director/Animator** .....Larry Paolicelli  
**Additional Compositing  
 and Graphics** .....David Dalzell  
**Video Post** .....Chris Hepburn, Kenny Ramirez,  
 Matt Stubbs  
**Sound** .....Brian Bright, Michael Schwartz

## Activision

### ACTIVISION STUDIOS

**Senior V.P. of Studio** .....Alan Gershenfeld  
**V.P. Console Division** .....Steve Crane

### ACTIVISION, INC. MARKETING & P.R.

**V.P., Console Marketing** .....Marc Metis  
**Product Manager** .....William Kasso  
**Marketing Associate** .....Serene Chan  
**Senior Publist** .....Julia Roether

### ACTIVISION, INC. CREATIVE SERVICES

**Designer** .....Jim Bridges  
**Copywriter** .....Veronica Milito  
**Production Artist** .....Ron Graening  
**Creative Director** .....\*Ron Gould  
**Documentation Manager** .....Mike Rivera  
**Manual Layout** .....Sylvia Orzel

### ACTIVISION, INC. WEB PAGE

**Lead Design** .....Christian C. Casparian  
**Production Manager** .....Kelly C. Egan  
**Artist** .....Charles "Deprive" Hinshaw

### ACTIVISION, INC. QUALITY ASSURANCE

**V.P., QA/CS** .....Jim Summers  
**QA Manager** .....Dave Arnsperger  
**Senior QA Project Lead** .....Marilena Morini  
**QA Project Lead** .....Eric Koch  
**Testers** .....Chris Galvin, Darren Harper, Robert  
 Lim, Jeff McLean, Tanya Oviedo, Nelson  
 Prince, Eddie Saphie

### ACTIVISION UK

**Sr. V.P. International** .....Bob Dewar  
**Marketing Director Europe** .....Janine Johnson  
**Sales Director Europe** .....John Burns  
**UK Product Manager** .....Michele Marchand  
**Localization Supervisor** .....Nicky Kerth  
**Creative Services** .....Jackie Whale

### INTERSTATE '76

**Universe** .....Zack Norman and Sean Vesce  
**Art Direction** .....Rick Glenn  
**Vehicle Models and Texture Maps** .....Gary Brunetti,  
 Lance Charnes, Jeff Jorczak, Juan Carlos  
 Rodriguez, Paul Waggoner

### SPECIAL THANKS

Dustin Browder, Sandy Burusco, Frank  
 Evers, Jay Halderman, Sandi Isaacs, John Lafleur,  
 Howard Marks, Heather Maxwell, Zack Norman,  
 Stephen Schwarz, George Rose, David Silverman,

**For Hints and Tips on  
 Activision Games Call:**

**1 (900) 680-HINT\* U.S. (99¢ per minute)**

**1 (900) 451-4849\* Canada  
 (\$1.49 per minute)**

\*Must be 18 years or older and have a touch tone phone.

## CUSTOMER SUPPORT

### Online Support

• Internet: support@activision.com or <http://www.activision.com>

### Other Contact Methods

**Fax** (310) 255-2151, 24 hours a day

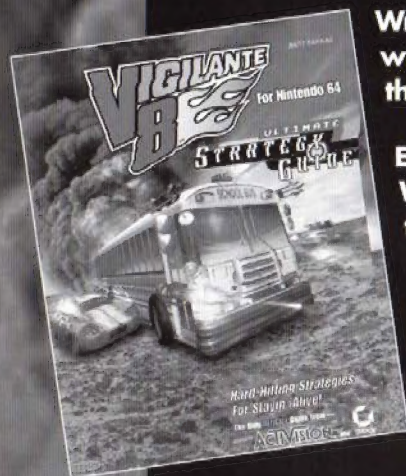
**Mail** Activision, Customer Support,  
 P.O. Box 67713, Los Angeles, CA90067

**Phone** Call our 24-hour voice-mail system for answers to our most  
 frequently asked questions at (310) 255-2050. Or\* contact a  
 customer service representative at the same number between  
 the hours of 9:00 a.m. and 5:00 p.m. (Pacific Time) Monday  
 through Friday, except holidays.



# Want to crank your ride into maximum overdrive?

## REACH FOR THE OFFICIAL STRATEGY GUIDE FROM SYBEX.



Written in close cooperation with the game's developers, this four-color guide gives you:

**ESSENTIAL MAPS AND WALKTHROUGHS for all the combat zones**

**HARDCORE SINGLE- AND MULTIPLAYER STRATEGIES**

**SECRETS, CHEAT CODES, and more!**

**Don't settle for anything less than THE ULTIMATE STRATEGIES.**

[www.sybex.com](http://www.sybex.com)



## WARRANTY AND SERVICE INFORMATION

### SOFTWARE LICENSE AGREEMENT

**IMPORTANT - READ CAREFULLY:** USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ACTIVISION, INC. ("ACTIVISION").

**LIMITED USE LICENSE.** Activation grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Activision. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

**OWNERSHIP.** All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Activision or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Activision's licensors may protect their rights in the event of any violation of this Agreement.

#### YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Activation may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Sell, rent, lease, license, distribute or otherwise transfer this Program, or any copies of this Program, without the express prior written consent of Activision.
- Reverse engineer, derive source code, modify, decompile, disassemble, or create derivative works of this Program, in whole or in part.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

**LIMITED WARRANTY.** Activation warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activation agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Activision. In the event that the Program is no longer available, Activation retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION.

When returning the Program for warranty replacement please send the original product disks only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$25 U.S. currency per cartridge replacement. Note: Certified mail recommended.

In the U.S. send to: Warranty Replacements, Activision, Inc., P.O. Box 67713, Los Angeles, California 90067

**LIMITATION ON DAMAGES.** IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ACTIVISION'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES. SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

**TERMINATION.** Without prejudice to any other rights of Activision, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

**U.S. GOVERNMENT RESTRICTED RIGHTS.** The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Activision, Inc., 3100 Ocean Park Boulevard, Santa Monica, California 90405.

**INJUNCTION.** Because Activision would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Activision shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Activision may otherwise have under applicable laws.

**INDEMNITY.** You agree to indemnify, defend and hold Activision, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

**MISCELLANEOUS.** This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under California law as such law is applied to agreements between California residents entered into and to be performed within California, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Los Angeles, California.

If you have any questions concerning this license, you may contact Activision at 3100 Ocean Park Boulevard, Santa Monica, California 90405, (310) 255-2000, Attn: Business and Legal Affairs, [legal@activision.com](mailto:legal@activision.com).